# Microzine Jr.™

3

## STUDENT HANDBOOK AND TEACHER'S GUIDE

SCHOLASTIC

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Microzine Jr.™

# GETTING STARTED

Read this Handbook for instructions on using each *Microzine Jr.* feature.

## Equipment You Need

1. Monitor or TV
2. 64K Apple IIPlus, *IIe*, IIc, or IIGS
3. Disk drive

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## Loading *Microzine Jr.*

1. Open the disk drive door.
2. Hold the disk with the label end facing you.
3. If you have a 3.5-inch disk, insert the disk slowly with the label facing up. If you have a 5.25-inch disk and the program you want is on Side 1 of the disk, insert the disk slowly with the label facing up. If the program you want is on Side 2 of the disk, insert the disk slowly with the label facing down.
4. Close the drive door.
5. Turn on the computer and monitor (or TV).

*NOTE: Never remove or insert a disk while the disk drive's red light is on.*

6. If *Microzine Jr.* does not appear on the screen, turn the computer off. Turn it back on and try again. Make sure the disk drive door is closed, and check to see that the disk drive is hooked up correctly.



## Using the *Microzine Jr.* Hand

You will use the *Microzine Jr.* Hand icon in most of the features in this issue of *Microzine Jr.* Use the arrow keys or the I, J, K, or M keys to move the Hand. Type **?** or choose Hand Tutorial on the "*Microzine Jr.* Guide" to learn how to use the *Microzine Jr.* Hand icon.

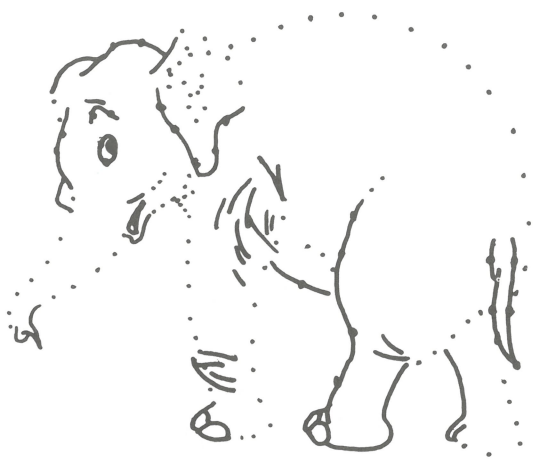
## The *Microzine Jr.* Guide

The *Microzine Jr.* Guide lists the *Microzine Jr.* options in a collection of boxes. Each box is labeled.

Use the Hand icon to point to the box that describes what you want to do. A list of items inside that box will appear. Use the Hand again to point to what you want to do. For example, if you point to the box labeled "Letters" and press Return, a list of the letters in this issue of *Microzine Jr.* will appear. Use the Hand to point to the letter you want to read, and then press Return.

# GOING DOTTY

***Microzine Jr.*'s Classroom Publishing Feature**



## What You Will Find

With "Going Dotty," you will solve 25 *Microzine Jr.* dot puzzles. Connect the dots in the right order and make some surprising pictures!

You will also make dot puzzles that you can save on a data disk. Challenge your friends to solve the puzzles you make! You may print the dot puzzles you make and the ones you solve.

## Copy "Going Dotty"

You may make extra copies of "Going Dotty" to use as backup disks or to share with your friends. Use the "Computer Stuff" feature to make copies of this program.



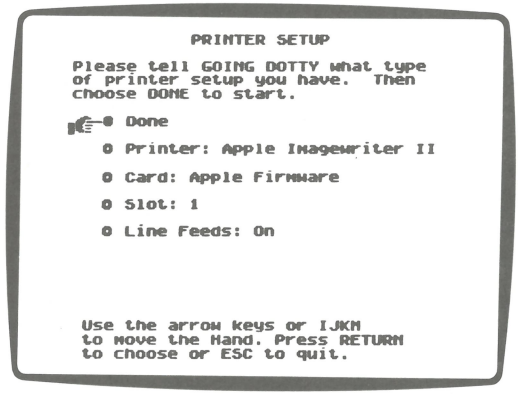
## Data Disk

To save the dot puzzles you make, you will need a data disk initialized by the "Computer Stuff" feature in *Microzine Jr.* Now is the time to initialize a data disk. (See the section, Initialize a Disk, on page 24.)

## Printer Setup

"Going Dotty" will ask if you have a printer. Choose Yes if you have a printer. Choose No if you do not have a printer.

If you have a printer, you need to tell "Going Dotty" about your printer setup. The program will display a menu of options for printing. They are Done, Printer, Card, Slot, and Line Feed.


PRINTER SETUP
Please tell GOING DOTTY what type of printer setup you have. Then choose DONE to start.
Done
Printer: Apple Imagewriter II
Card: Apple Firmware
Slot: 1
Line Feeds: On
Use the arrow keys or IJKM to move the Hand. Press RETURN to choose or ESC to quit.

- Done: Choose this option when you are done telling "Going Dotty" about your printer setup.
- Printer: Choose this option to select a printer. Use the arrow keys or the I, J, K, or M keys to move the Hand to the correct printer.
- Card: Choose this option to select a printer interface card. Use the arrow keys or the I, J, K, or M keys to move the Hand to the correct printer interface card.
- Slot: Choose this option to tell "Going Dotty" which slot your printer interface card is in.

- Line Feed: Choose this option to turn the Line Feed option on or off. "Going Dotty" assumes that you want the Line Feed option turned on. Use the arrow keys or the I, J, K, or M keys to move the Hand to select On or Off.

### "Going Dotty" MAIN MENU

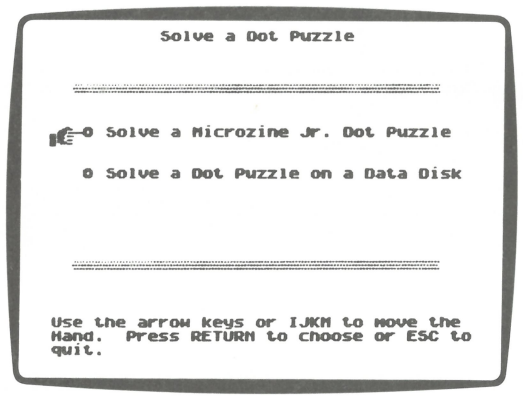
"Going Dotty" has three functions, or things you may do. They are SOLVE A DOT PUZZLE, MAKE A DOT PUZZLE, and INSTRUCTIONS.

## SOLVE A DOT PUZZLE

Choose this function to solve a *Microzine Jr.* dot puzzle or a dot puzzle you saved on a data disk.

Use the arrow keys or the I, J, K, or M keys to choose SOLVE A DOT PUZZLE, and press Return.

The program will display the SOLVE A DOT PUZZLE MENU. On this menu you can choose Solve a *Microzine Jr.* Dot Puzzle or Solve a Dot Puzzle on a Data Disk.


Solve a Dot Puzzle
Solve a Microzine Jr. Dot Puzzle
Solve a Dot Puzzle on a Data Disk
Use the arrow keys or IJKM to move the Hand. Press RETURN to choose or ESC to quit.



### Solve a *Microzine Jr.* Dot Puzzle

Choose Solve a *Microzine Jr.* Dot Puzzle to solve one of the 25 dot puzzles we made for you. Use the arrow keys or the I, J, K, or M keys to choose the *Microzine Jr.* dot puzzle you want to solve. Then press Return.

### Solve a Dot Puzzle on a Data Disk

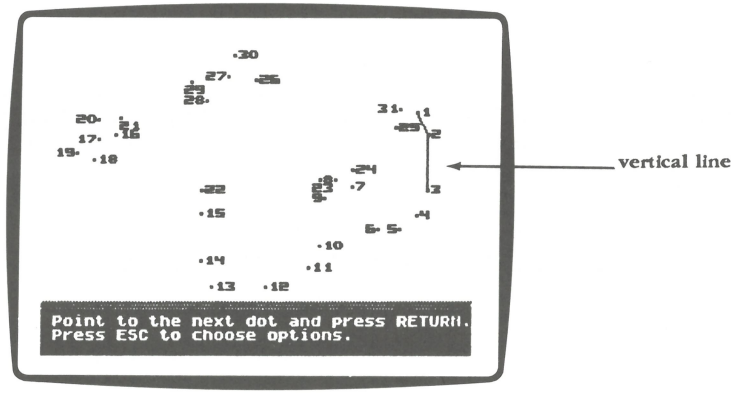
To solve a dot puzzle saved on a data disk, put your data disk in the drive. Use the arrow keys or the I, J, K, or M keys to choose the dot puzzle you want to solve. Then press Return.

### Solving a Puzzle

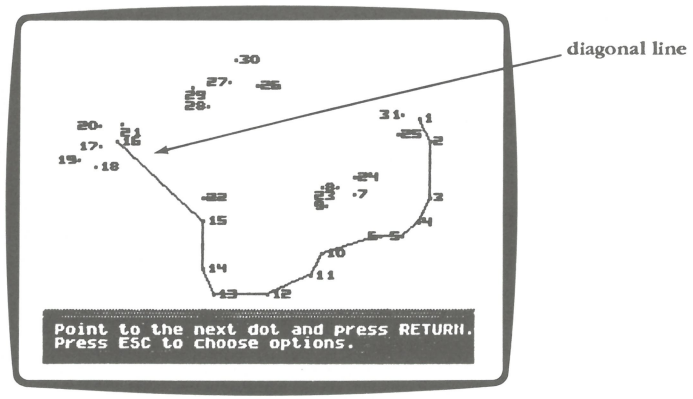
The program will display a numbered dot puzzle. Look at how the dots are numbered. Are the dots numbered 1, 2, 3...? Do they have only even numbers, like 2, 4, 6..., or only odd numbers, like 1, 3, 5...? Or, are the dots numbered by fives, like 5, 10, 15...?

Use the arrow keys or the I, J, K, or M keys to move the Hand to the first dot in the puzzle, and press Return. Now move to the next dot and press Return. A line will be drawn connecting the first and second dots. Be sure to connect the dots in the right order.

Connect dots horizontally (side to side) using the right and left arrow keys or the J and K keys. Connect dots vertically (up and down) by using the up and down arrow keys or the I and M keys.



Draw a diagonal line between two dots by first moving up or down on the screen and then moving left or right on the screen.




Press Esc to see the SOLVE A DOT PUZZLE options.

## Options

SOLVE A DOT PUZZLE has five options. They are Undo, Labels, Done, Help, and Print.

- Undo: Choose this option to undo, or erase, the last line you drew.
- Labels: Choose On to see the dot numbers. Choose Off to make them disappear.
- Done: Choose this option when you are done solving the puzzle.

"Going Dotty" will ask if you are sure you are done. Type **Y** if you are done. Type **N** if you are not done.

Then the program will ask if you want to print your puzzle. Type **Y** if you want to print your puzzle. Type **N** if you do not want to print your puzzle.



- Help: Choose this option to see the screen instructions at any time.
- Print: Choose this option to print the dot puzzle that is on the screen. You may print a finished dot puzzle or an unfinished dot puzzle.

If you are printing an unfinished dot puzzle, the program will ask if you are sure that is what you want to do. Press Return to print the puzzle. Press Esc to go back and finish solving the puzzle.

You may print your dot puzzle with labels (dot numbers) or without labels. The program will ask if you want to print your puzzle with labels. Type **Y** to print with labels. Type **N** to print without labels.

Press Esc to stop printing.

*NOTE: The Print option will only appear if you told the program you have a printer.*

When you have solved a dot puzzle, "Going Dotty" will congratulate you! You may press Return to solve another dot puzzle or Esc to return to the "Going Dotty" MAIN MENU.

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# MAKE A DOT PUZZLE

Choose this function to make your own dot puzzle.

Use the arrow keys or the I, J, K, or M keys to choose MAKE A DOT PUZZLE, and press Return.

To make your own dot puzzle, you need to plan! Think of a picture you can draw by connecting straight lines. Move the Hand to where you want the first dot in your puzzle to be, and press Return. Now move to where you want the next dot to be, and press Return.

As you draw dots, lines will appear connecting the dots. The lines let you see what your puzzle will look like when it is solved, but the lines won't appear when you save your puzzle.

Continue placing dots until you have finished making your dot puzzle.

The last dot in your puzzle should be near the first dot. When the puzzle is solved, "Going Dotty" will connect the first and last dots for you.

Use the fewest number of dots possible to make your puzzles, and try not to put the dots too close together. If you try to put a dot too close to another dot, the program will beep. When this happens, try moving the dot you are drawing farther away from the other dots.

Press Esc to see the MAKE A DOT PUZZLE options.

### Options

MAKE A DOT PUZZLE has six options. They are Undo, Change Labels, Labels, Done, Help, and Print.

- Undo: Choose this option to undo, or erase, the last line you drew.
- Change Labels: Choose this option to change the way the dots are numbered. You can number your dots 1, 2, 3...; 2, 4, 6...; 1, 3, 5...; or 5, 10, 15.... Use the arrow keys or the I, J, K, or M keys to point to the labels you want.
- Labels: Choose On to see the dot numbers. Choose Off to make them disappear.
- Done: Choose this option when you are done making your dot puzzle.

"Going Dotty" will ask if you are sure you are done. Type **Y** if you are done. Type **N** if you are not done.

Then the program will ask if you want to save your puzzle. Type **N** if you do not want to save your puzzle. Type **Y** if you want to save your puzzle. Then follow the instructions to put a data disk in the drive and press Return.



"Going Dotty" will ask you to name your puzzle. Choose a name that does not give your puzzle away. For example, if your puzzle is an elephant, call it PUZZLE A, or ANDY'S PUZZLE, instead of ELEPHANT.

- Help: Choose this option to see the screen instructions at any time.
- Print: Choose this option to print the dot puzzle that is on the screen. You may print a finished picture or an unfinished dot puzzle. If you are printing an unfinished dot puzzle, the program will ask if that is what you want to do. Press Return to print the puzzle. Press Esc to go back and finish solving the puzzle.

You may print your dot puzzle with labels (dot numbers) or without labels. Before the printing starts, the program will ask if you want to print your puzzle with labels. Type **Y** to print with labels. Type **N** to print without the labels.

Press Esc to stop printing.

*NOTE: The Print option will only appear if you told the program you have a printer.*

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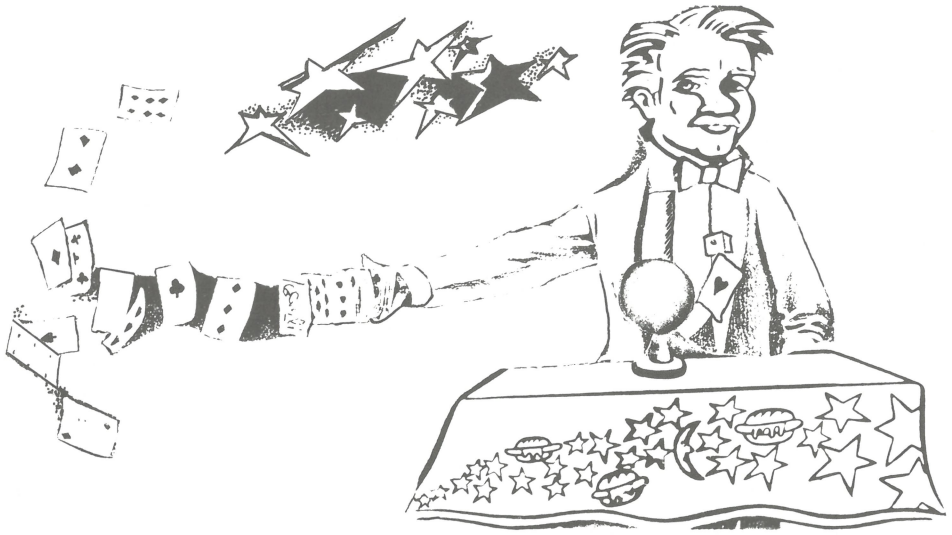
## INSTRUCTIONS

Choose this function to read the screen instructions about solving and making dot puzzles.

# THE GREAT FRANKFURTER

**A Twistaplot ™ Adventure**



## What You Will Find

Your Uncle Frank, the world famous magician, has invited you to his magic show. But he needs your help! Uncle Frank's tricks always seem to go wrong! It's up to you to help The Great Frankfurter sort out this magical mess.

## Reading "The Great Frankfurter"

Use the rabbit cursor to point to what you want to do. Then press Return.



Use the arrow keys or the I, J, K, or M keys to move the rabbit cursor.

## Options

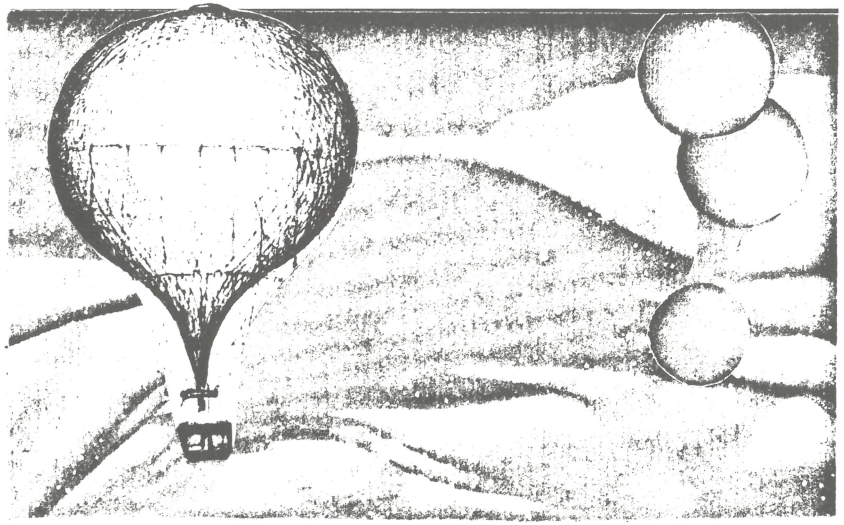
In "The Great Frankfurter" there are five options, or things you may do. They are Go On, Read Book, Yes, No, and Quit.

- Go On: Choose this option to read the next screen.
- Read Book: Choose this option to read about six different magic tricks and select two tricks for Uncle Frank to perform.
- Yes: Choose this option to answer Yes to any question.
- No: Choose this option to answer No to any question.
- Quit: Choose this option when you are finished reading and you want to quit.

The program will ask, "Are you sure you want to quit?" Choose Yes if you want to quit. Choose No if you want to continue reading.

# STORYBOOK MAKER

"The Balloonatics"



## What You Will Find

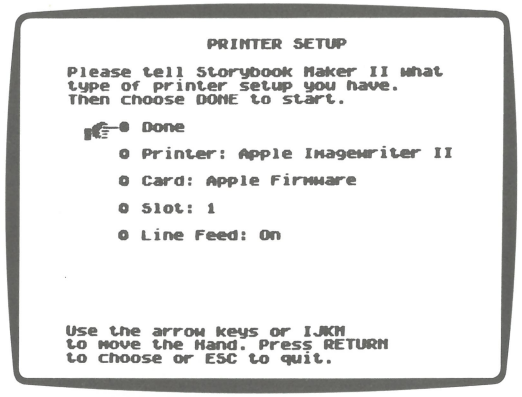
In "The Balloonatics" you will read a story and answer some questions. Then you will print your story. You will see some surprising pictures with your story. Put the pages together, and you will have your own storybook!

## Printer Setup

"The Balloonatics" will ask if you have a printer. Use the Hand to choose Yes if you have a printer, or No if you do not have a printer.



If you have a printer, you need to tell "The Balloonatics" about your printer setup. The program will display a menu of options for printing. They are Done, Printer, Card, Slot, and Line Feed.


PRINTER SETUP
Please tell Storybook Maker II what type of printer setup you have. Then choose DONE to start.
Done
Printer: Apple Imagewriter II
Card: Apple Firmware
Slot: 1
Line Feed: On
Use the arrow keys or IJKM to move the Hand. Press RETURN to choose or ESC to quit.

- Done: Choose this option when you are done telling "The Balloonatics" about your printer setup.
- Printer: Choose this option to select a printer. Use the arrow keys or the I, J, K, or M keys to move the Hand to the correct printer.
- Card: Choose this option to select a printer interface card. Use the arrow keys or the I, J, K, or M keys to move the Hand to the correct printer interface card.
- Line Feed: Choose this option to turn the Line Feed option on or off. The program assumes that you want the Line Feed option turned on. Use the arrow keys or the I, J, K, or M keys to move the Hand to select On or Off.

## Reading "The Balloonatics"

Use the balloon cursor to point to what you want to do. When the cursor is pointing to what you want to do, press Return.

Use the arrow keys or the I, J, K, or M keys to move the balloon cursor.

### Print Your Story

When you have finished reading your story, use the balloon cursor to point to Quit, and press Return. The program will ask, "Do you want to print your story before you quit?"

Use the balloon cursor to point to Yes to print your story. Use the balloon cursor to point to No if you do not want to print your story. The program will ask, "Do you want to read this story again and see the pictures?"

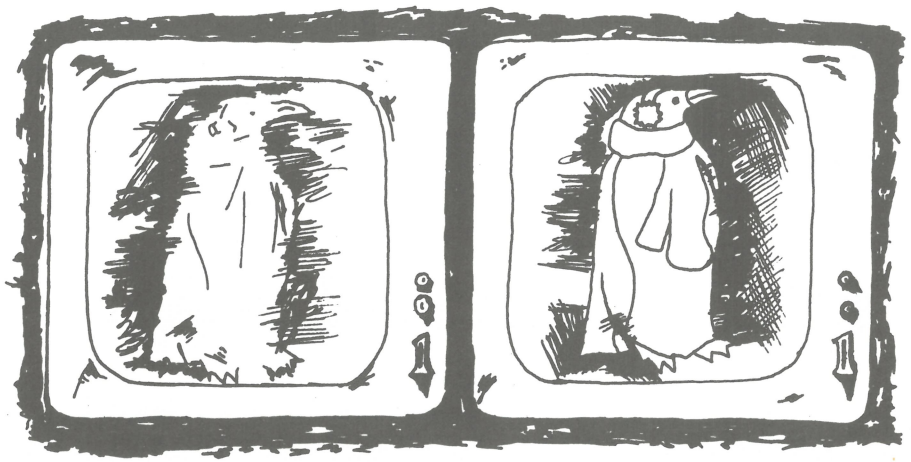
Use the balloon cursor to point to Yes to read your story again and see the pictures. Use the balloon cursor to point to No to quit "The Balloonatics" and return to the "*Microzine Jr.* Guide."

*NOTE: If your printer sometimes skips an extra inch, read your printer manual, and set the switch controlling the "skip over perforations" option to Off.*



# FUZZY TO FOCUSED

## A Visual Discrimination Feature



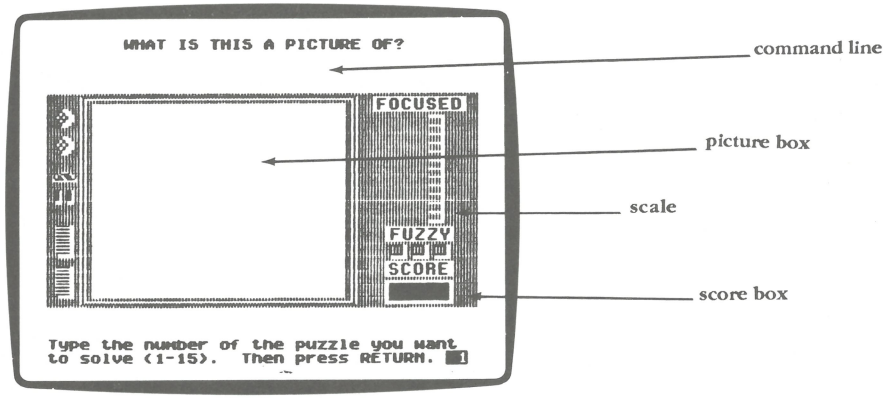
### What You Will Find

In "Fuzzy to Focused" you will look at a picture of something you have seen before. But it won't look right, because it is out of focus!

You will focus the picture little by little until you can guess what it is. There are 15 puzzles for you to solve.

## The "Fuzzy to Focused" Screen

You will solve the puzzles on the "Fuzzy to Focused" screen. This screen has a picture box, a scale, a score box, and a command line.




The puzzle will appear in the picture box.

The scale is next to the picture box. It measures how focused a picture is. The scale is labeled "Fuzzy" at the bottom and "Focused" at the top. Each time you press the → key to focus the picture, the arrow will move up one notch on the scale.

Your score will appear in the score box below the scale. If you solve the puzzle without focusing it at all, you will get seven points. The score drops one point each time you focus the picture.

You will type your answers or the commands Hint, Help, or Quit on the command line.



## Options

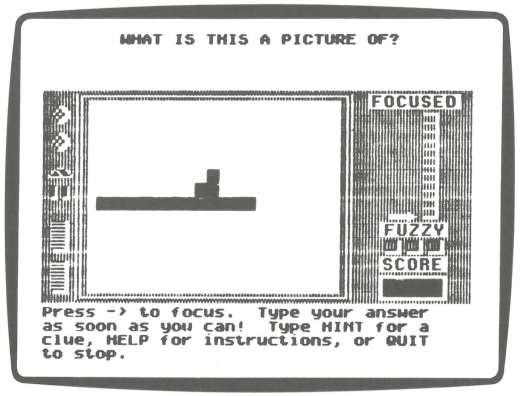
"Fuzzy to Focused" has three options or things you may do. They are Hint, Help, and Quit.

- Hint: Type **HINT** to get a hint that will help you solve the puzzle. The hint will appear in the command box.
- Help: Type **HELP** to see the screen instructions at any time.
- Quit: Type **QUIT** to stop playing "Fuzzy to Focused." The program will ask if you are sure you want to quit.

Type **N** and then press Return if you want to keep playing. Type **Y** and then press Return if you want to quit.

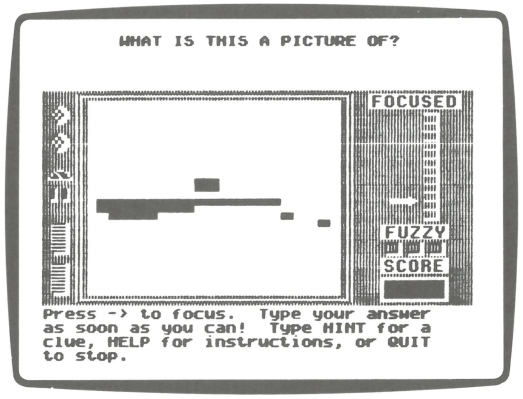
## Solving a "Fuzzy to Focused" Puzzle

Type the number of the puzzle you want to solve (1 to 15). A fuzzy picture will appear in the picture box.


WHAT IS THIS A PICTURE OF?
FOCUSED
FUZZY
SCORE
Press -> to focus. Type your answer as soon as you can! Type HINT for a clue, HELP for instructions, or QUIT to stop.

Look at the picture. Do you know what it is? Type your guess on the command line.

If you can't solve the puzzle, press the → key once. This will focus the picture a little more. The arrow on the scale will move up one notch toward "Focused."


WHAT IS THIS A PICTURE OF?
FOCUSED
FUZZY
SCORE
Press -> to focus. Type your answer as soon as you can! Type HINT for a clue, HELP for instructions, or QUIT to stop.

Look at the picture again and try to guess what it is. If you still can't guess, press the → key again. The picture will become a little more focused. Can you tell what it is now?

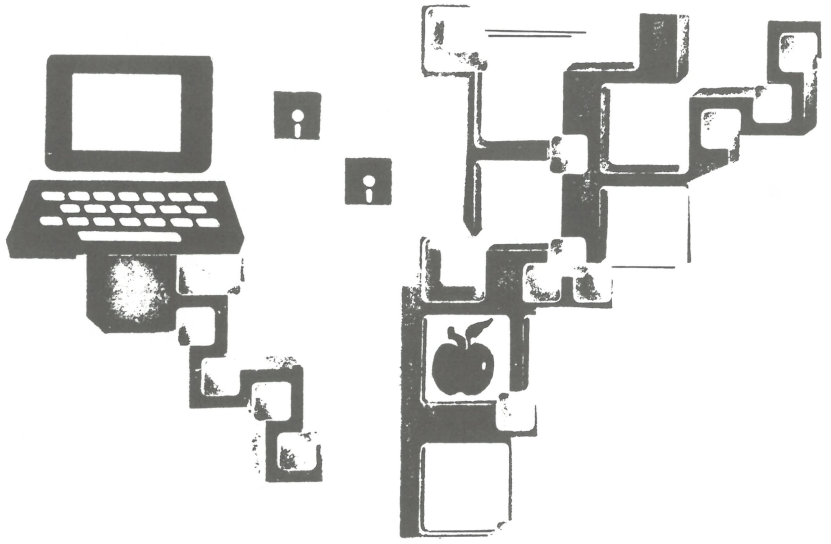
Type **HINT** on the command line and then press Return to get a hint. Read the hint and look at the puzzle again. Can you figure it out now?

Continue pressing the → key until you can solve the puzzle.



# COMPUTER STUFF

**A Utility**



## What You Will Find

"Computer Stuff" has two functions, or things you may do. They are COPY A PROGRAM and INITIALIZE A DISK.

## COPY A PROGRAM

Choose this function to make copies of "Going Dotty."

## INITIALIZE A DISK

Choose this function to initialize a data disk. Use the Hand to choose INITIALIZE A DISK and then press Return.

A data disk is a blank disk, or one that you don't mind erasing, that has been initialized by *Microzine Jr.* Initializing a disk gets it ready to save your data for *Microzine Jr.*

*IMPORTANT: You may only use a data disk initialized by "Computer Stuff" with this issue of* Microzine Jr. *You may not use a data disk initialized by another ProDOS utility.*

The program will tell you that you need a blank disk, or one you don't mind erasing. The Hand will be pointing to Next. Press Return.

The program will tell you to put the blank disk into Drive 1. The program will tell you that the disk will be erased. It will ask, "Do you want to go ahead?" Use the Hand to point to Yes or No, and then press Return.

The program will initialize the disk. Then the "Computer Stuff" list of functions will appear.

You now have a data disk. You may use it for "Going Dotty," or for any *Microzine Jr.* feature that requires a data disk.





# *MICROZINE Jr.* SCOPE & SEQUENCE CHART

| CURRICULUM AREAS | GOING DOTTY | THE GREAT FRANKFURTER | THE BALLOONATICS | FUZZY TO FOCUSED |
|---|---|---|---|---|
| Reading | | • | • | |
| Writing | | | • | |
| Math | • | | | |
| Science | | | | |
| Social Studies | | | | |
| Fine Arts | • | | • | • |
| **SKILLS** | | | | |
| Problem Solving | • | | | |
| Critical Thinking | | • | • | • |
| Maps/Charts/Graphs | • | | • | |
| Visual Discrimination | • | | | • |
| **COMPUTER LITERACY** | | | | |
| Word Processing/Publishing | • | | • | |
| Computation/Estimation | • | | | |
| Data Storage/Retrieval | • | | | |
| Programming | | | | |
| Simulation | | | | |

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# GOING DOTTY

***Microzine Jr.*'s Classroom Publishing Feature**

*DIFFICULTY LEVEL:* **Challenging**, Average, Easy

*VOCABULARY PREVIEW:* connect, label, undo, sequence

## SCHOOL ACTIVITIES

*WRITING:* Have students write a story about one of the dot puzzles they solved or made. Students can attach the puzzle to their story as an illustration.

*MATH:* Discuss the various numbering sequences students can choose in "Going Dotty": all numbers (1, 2, 3...), odd numbers (1, 3, 5...), even numbers (2, 4, 6...), and fives (5, 10 15...). Discuss with students how they recognized the number sequences in the puzzles they solved.

If students have trouble understanding the concept of number sequences, have them "count off" in turn as you point to them. For example, to reinforce counting by fives, point to the first student and have them say "five!" Point to the next student and have them say, "ten!" Continue pointing to students until they have "counted off" to 100.

Then have students make dot-to-dot puzzles on paper using another sequence of numbers. For example, they can number the dots by threes or fours.

*ART/DESIGN:* Have students color their dot puzzles and display them on a bulletin board in the classroom.



## HOME ACTIVITIES

*ART/DESIGN:* Have students draw their own dot-to-dot puzzles on paper. Then have them solve each other's puzzles one line at a time. The object is to see who can identify the picture with the least number of lines drawn.

*MATH:* Play the following number sequencing game: Write down number sequences, leaving some numbers missing for students to fill in. For instance, write down 1 3 __ 7 __ 11. Have students fill in the missing numbers (5 and 9). Then have students draw puzzles using that number sequence.

*NOTE: You may want to read the screen instructions aloud to your younger students before they begin using this program.*

# THE GREAT FRANKFURTER

**A Twistaplot ™ Adventure**

*DIFFICULTY LEVEL:* Challenging, **Average**, Easy

*VOCABULARY PREVIEW:* salutations, piccalilli, mysterious, bouquet, prop, chimpanzee, gherkin, sauerkraut, nachos, mothball, vinegar, scuba

## SCHOOL ACTIVITIES

*LANGUAGE ARTS/DRAMA:* Get a book of simple magic tricks, and have your class put on its own magic show. Each student can perform a trick. Students can make up magic words and design their own costumes.

Here are some magic books for your students:

*The Great Science Magic Show*, by Ned and Lois Arnold. Published by Franklin-Watts, New York, NY, 1979.

*Magic for Non-Magicians*, by Shari Lewis and Abraham B. Hurwitz. Published by Tarcher/Hawthorn, New York, NY, 1975.

*ABRACADABRA! Creating Your Own Magic Show from Beginning to End*, by Barbara Seuling. Published by Julian Messner, New York, NY, 1975.

*Science Magic Tricks*, by Nathan Shalit. Published by Holt, Rinehart and Winston, New York, NY, 1981.

*SCIENCE:* The secret to the Dancing Mothballs trick is a chemical reaction between baking soda and vinegar. Mixing vinegar and baking soda together in a glass produces bubbles of carbon dioxide gas. The carbon dioxide bubbles make the mothballs "dance" in the glass. Demonstrate how this works.



*NOTE: You may want to read the screen instructions aloud to your younger students before they begin using this program.*

## HOME ACTIVITIES

*LANGUAGE ARTS/DRAMA:* Have students put on a magic show for the children in their neighborhood. Use one or more of the magic books listed above for magic tricks.

*ART/DESIGN:* Have students draw a picture of The Great Frankfurter doing one of his magic tricks.

*NOTE: You may want to read the screen instructions aloud to your younger students before they begin using this program.*

Hints for Reading "The Great Frankfurter": Use this chart to find the right magic costume, prop, and magic word for each of The Great Frankfurter's tricks.

| TRICK | COSTUME | MAGIC PROP | MAGIC WORD |
|---|---|---|---|
| The Magic Hankies | magic boots | rubber band | beans |
| The Talking Dime | cola hat | dime | buns |
| The Plate Eater | dinner napkin | dinner plate | mmmph |
| The Dancing Mothballs | moth wings | five mothballs | weenie |
| The Egg Balance | chicken-head mask | egg | cheese |
| The Stringing Water | scuba mask | wet string | chili |

# STORYBOOK MAKER

**"The Balloonatics"**

*DIFFICULTY LEVEL:* Challenging, **Average**, Easy

*VOCABULARY PREVIEW:* liftoff, snowboard, canyon, hang glider, parachute, cactus, tyrannosaurus rex

## SCHOOL ACTIVITIES

*WRITING:* There are two puns in "The Balloonatics" (antelope and rainbow). Discuss the meaning of the word "pun." Encourage students to come up with their own puns.

Have students write a sentence using a pun. Then have students explain the two possible meanings of the pun. For example, students might write, "I can't bear to be without warm clothes in the winter." They would explain the two meanings of "bear" (and "bare") in the sentence.

*SCIENCE:* Ask students if they have ever been up in a hot air balloon. Have students consult an encyclopedia or other reference book to find out how a hot air balloon works. Have students report on their findings or experiences.

This book contains information on how a hot air balloon works:

*Childcraft: The How and Why Library*, Vol. 7, How Things Work. Published by World Book, Inc., Chicago, IL, 1985.

## HOME ACTIVITIES

*ART/DESIGN:* Have students print their stories, color in the pictures, and assemble the pages into storybooks. They can exchange and compare storybooks with their friends. Point out to students how the story branches they chose make each storybook unique.

*NOTE: You may want to read the screen instructions aloud to your younger students before they begin using this program.*



# FUZZY TO FOCUSED

**A Visual Discrimination Feature**

*DIFFICULTY LEVEL:* Challenging, Average, **Easy**

*VOCABULARY PREVIEW:* focus, fuzzy, scale

## SCHOOL ACTIVITIES

*SCIENCE:* Discuss the concept of "focus." Demonstrate this concept using a camera lens. The camera lens changes the way objects look, from "fuzzy" to "focused." Then use a magnifying glass to show students how an object looks different when magnified. For instance, have students look at a piece of fabric without a magnifying glass. Then hold the magnifying glass over the fabric and show that the weave of the fabric is plainly visible. Hold the magnifying glass over a magazine or newspaper photo. Areas that appear as a solid color are actually a series of dots with spaces between them! This is the same principal behind the pictures in "Fuzzy to Focused."

*WRITING:* Have students write a short story about a journey from Fuzzy Land to Focused Land.

## HOME ACTIVITIES

*SCIENCE:* Discuss with students the concept of "focusing." Have them hold a sheet of paper containing text at arm's length. As they slowly bring the sheet of paper closer to their faces, the text will become blurry and difficult to read.

Let students look through a camera or a microscope to see the difference between a clear view and a blurry view. With parents' permission, experiment with the focus on a TV set.

*ART/DESIGN:* Draw a fuzzy and a focused self-portrait.

*NOTE: You may want to read the screen instructions aloud to your younger students before they begin using this program.*

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